

NEVER BRING A KNIFE



CARD REFERENCE

Gun: Two Guns deal one wound.

Armor: Cancels one Gun in its stack.

Money: From your bank, three can heal a wound or let you look at a player or boss role card.*

Crime: Discard a Money in your stack or from your bank.

Hit: You may spend three Money to deal a wound to any player, or bank the Hit and use it later.

Intel: Look at a player or boss role card.

Mole: Switch your role card with the boss role card.

** Looking only costs two Money in a 7-8 player game.*

TURN REFERENCE

1. **The Deal:** Each player is dealt four cards.
2. **The Play:** Play begins to the dealer's left.
 - The first card you play must be on someone else.
 - The first card played on a given target goes face-up. (The rest on them go face-down.)
 - Once a given target has four cards, no more can be played on them.
3. **The Reveal:** Cards are revealed and resolved around the table.
4. **Money Talks:** Money is spent around the table.

The deal passes to the left.

REFERENCE CARDS

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